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Contents

Introduction

Welcome to the world of BOOKMAN! This BOOKMAN 770 model is a powerful, portable electronic reference with a built-in book, plus two slots in the back for more book cards. With *Merriam-Webster's Collegiate Dictionary, Speaking Edition*, you can:

- find over 500,000 in-depth definitions, many containing parts of speech and usage examples,
- use the built-in thesaurus to find a word's synonyms, antonyms, and other related words,
- use the Dictionary word list to quickly browse all the words in this dictionary,
- use the Subject menu to view specialized dictionaries for over 130 subjects,
- hear the pronunciations of most headwords, and many others,
- use the Dynamic Pronunciation Guide, which can pronounce each sound in a word and is ideal for those learning English as a second language,
- see a word's inflected forms, which include plurals of nouns, comparatives and superlatives of adjectives, tenses of verbs, etc.
- see many tables of useful information, including tables of chemical elements, ship's bells, and signs of the Zodiac,
- use the Grammar Guide, a comprehensive outline of English grammar that includes fun quizzes and lessons on such topics as parts of speech, spelling, style and usage, etc.
- create a User List of study words, and
- play five fun and educational words games, including Hangman, Anagrams, Jumble, Word Builder, and Flashcards.

To learn more, read this User's Guide.

Key Guide

Color Keys

`THES` **(red)** Displays the thesaurus entries for a word, or words.

`SAY` **(green)** Pronounces a word, or words.

`GRAM` **(yellow)** Displays the English Grammar Guide.

`SUBJ` **(blue)** Displays a list of specialized dictionaries organized by subjects.

Direction Keys

⇧⇦⇨⇩ Moves through text or menus, or moves the cursor or highlight.

`DN` `UP` Pages down or up.

▶ Understanding the Color Keys

The color keys (red, green, yellow, and blue) perform the functions listed above only for the book described in this User's Guide.

Other BOOKMAN books have their own color key functions, which are labeled on their keyboards or book cards. To learn more, read "Using the Color Keys."

Other Keys

`BACK` Erases a letter, backs up, or turns off a highlight.

`CAP` Shifts a key to type capitals or punctuation.

`CARD` Exits the book you are reading.

`CLEAR` Clears all entries.

`ENTER` Enters a word, selects a menu item, or starts a highlight.

`HELP` Displays help messages.

`MENU` Displays the Topic and Setup menus.

`ON/OFF` Turns your BOOKMAN on or off.

`?＊` Displays Confusables, types a ? to stand for an unknown letter in a word. At menus, displays a full menu title. In games, displays correct answers.
With `CAP`, types an ＊ to stand for a series of letters in a word, and in games, gives a hint.

`SPACE` Types a space or pages down.

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Installing Batteries

Key Combinations*

☆ + B	Displays the Tables menu.
☆ + C	Displays Confusables®.
☆ + D	Displays the Dictionary word list.
☆ + F	Displays a word's inflected forms.
☆ + L	Displays your User List.
☆ + M	Displays the games list.
☆ + Q-P	Types numbers.
☆ + S	Displays a list of Signs and Symbols.
☆ + ENTER	In the Grammar Guide, highlights a quiz icon.
☆ + ⬇	Types a hyphen.
☆ + DN or UP	Goes to the next or previous dictionary entry or match.
CAP + ⬇ or ⬆	Goes to the bottom or top of a list, menu, or dictionary entry.

* Hold the first key while pressing the other key.

Your BOOKMAN 770 is powered by two AAA, 1.5-volt batteries. Here is how to install or replace them.

Warning: When the batteries lose power or are removed from your BOOKMAN, information that you entered in its built-in book as well as in any installed book card will be erased.

1. **Turn your BOOKMAN over.**
2. **Remove the battery cover, located above the speaker, by compressing its tab with your finger and then lifting the cover.**
3. **Install the batteries as shown in the diagram in the battery compartment.**
4. **Replace the battery cover.**

▶ **About Screen Illustrations**

Some screen illustrations in this User's Guide may differ from what you see on screen. This does not mean that your BOOKMAN is malfunctioning.

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Using the Special Features

Headphone Jack

Volume Control

Serial Port
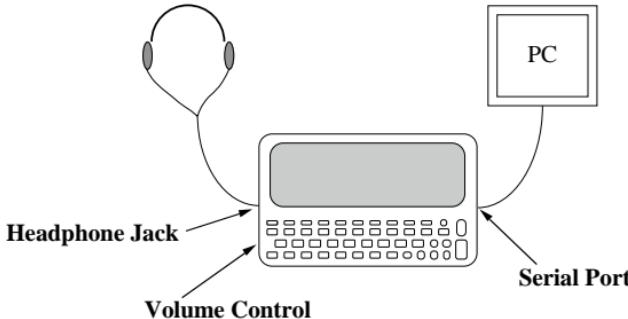
Your BOOKMAN 770 is equipped with several special features that many, but not all, BOOKMAN books use. To learn if you can use the special features with a particular BOOKMAN book, read its User's Guide.

Headphone Jack: The headphone jack is designed for 3.5 mm, 35 ohm impedance stereo headphones. **Caution:** Monophonic headphones will not work with this BOOKMAN model.

Volume Control: The dial located under the headphone jack controls the volume of the speaker or headphones.

Serial Port: The serial port allows certain BOOKMAN books, when Franklin's 3.5 mm serial cable is connected to your BOOKMAN, to transfer data to a personal computer (PC). **Warning:** Using a serial cable other than the one obtained from Franklin may damage your BOOKMAN and/or PC. Franklin's serial cable is specifically designed for the transfer of data between BOOKMAN and a PC.

Speaker: The speaker is located on the back of your BOOKMAN near the serial port. For best results, do not cover the speaker with your hand.

Installing Book Cards

Warning: Never install or remove a book card when your BOOKMAN is turned on. If you do, information that you entered in its built-in book as well as in any installed book card will be erased.

1. Turn your BOOKMAN off.

2. Turn your BOOKMAN over.

3. Align the book card tabs with the notches in a card slot.
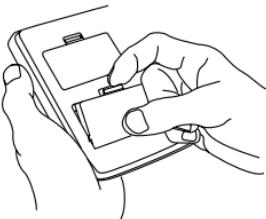
4. Press the book card until it snaps into place.

▶ **Removing Book Cards**

Warning: When you remove most book cards, information that you entered is not saved in the book cards. If you change the batteries or reset your BOOKMAN, that information will be erased.

Selecting a Book

Once you have installed a book card in your BOOKMAN, you can select which book to use.

1. Turn your BOOKMAN on.

2. Press (CARD)**.**

These are sample books.

3. Press ⇨ or ⇦ to highlight the book you want to use.

**4. Press** (ENTER) **to select it.**

▶ **Resuming Where You Left Off**

You can turn off your BOOKMAN at any screen. When you turn your BOOKMAN on again, the last screen that you viewed appears.

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Using the Color Keys

The red, green, yellow, and blue keys on the top row of your BOOKMAN change their functions according to which book you have selected.

If you have selected the built-in book, the color keys function as labeled on the BOOKMAN keyboard. If you have selected a book card, the color keys function as labeled on that card.
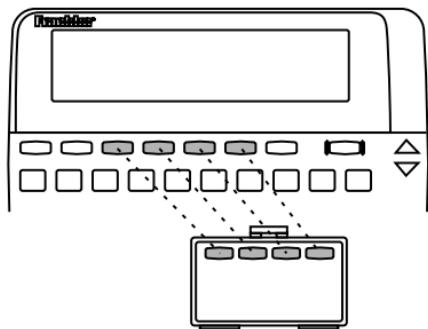

Remember, when you've selected a book card, the color keys function as labeled on that card, not as on the keyboard.

Changing the Settings

You can adjust the type size, shutoff time, and screen contrast of your BOOKMAN by using the Setup menu.

The shutoff time is how long your BOOKMAN stays on if you forget to turn it off. Contrast refers to how light or dark the screen is.

1. **Press (MENU).**
2. **Press ⇨ to highlight the Setup menu.**
3. **Highlight *Set Type Size*, *Set Shutoff*, or *Set Contrast*.**
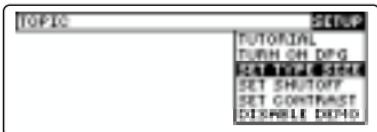
4. **Press (ENTER).**

   To leave the settings unchanged, press (BACK).

5. **Use the arrow keys to highlight a new setting and press (ENTER).**

   If you select *Set Contrast*, press ⇧ or ⬇ repeatedly to make the screen darker or lighter and press (ENTER).

Viewing a Demonstration

Before you start using your new BOOKMAN, you may want to see a brief demonstration of what it can do.

When no book card is installed in your BOOKMAN, the demonstration will automatically appear after you turn the unit on. To stop the demonstration, press (CLEAR). To disable it, press (MENU), and use the arrow keys to highlight the Setup menu. Highlight *Disable Demo* and press (ENTER). To re-enable it, select *Enable Demo* from the Setup menu.

When a book card is installed in your BOOKMAN, press (MENU). Then use the arrow keys to highlight the Setup menu. Then select *View Demo*.

▶ Help is Always at Hand

You can view a help message at virtually any screen by pressing (HELP). Press ⬇ or (ON) to read the help. Press (BACK) to exit the message.

To read about how to use the product and what the keys do, select *Tutorial* from the Setup menu.

Finding Dictionary Entries

Finding the dictionary entry of a word in this dictionary is easy. Simply type the word at the Word Entry screen and press (ENTER). Some words may have more than one dictionary entry.

1. Press (CLEAR).

2. Type a word or words. For example, type *keen*.

```
Type a word, then ENTER

keen
```
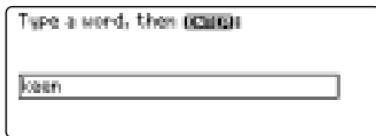
You don't need to type capitals.
To erase a letter, press (BACK).

3. Press (ENTER).

```
keen adjective (I,I,2,4 cardovs)
1 a : having a fine edge or point :
  sharp <a keen sword> b : affecting
  one as if by cutting <keen sarcasm>
  c : pungent to the sense <a keen
  smell>
  2 a <1> : showing a quick and ar-
  dent responsiveness : enthusiastic
```

This is a dictionary entry.

4. Press ⬇, (ON), or (SPACE) to read.

5. Hold ☆ and press (ON) to see the next dictionary entry, if any.

9

To go to a previous dictionary entry, hold ☆ and press Ⓤⲣ.

6. Press CLEAR when finished.

➤ **Understanding Dictionary Entries**

The bold word at the top of the dictionary entry is called the head-word. The headword is followed by its part of speech, the approximate date of its origin, and then its dictionary entry. After the dictionary entry, you may see usage examples and other forms of the word.

➤ **Choosing Multiple Forms**

Some words in this dictionary have more than one form (e.g. resume, resumé). When the word you are looking up has multiple forms, the different forms appear in a list. Simply highlight the form you want and press ENTER to see its dictionary entry. For example, enter *dutch* at the Word Entry screen. Highlight the form you want and press ENTER to see its dictionary entry. To go back to the multiple forms list, press BACK.

➤ **Correcting Misspellings**

If you misspell a word, don't worry. The dictionary automatically gives you a list of corrections. Simply use the arrow keys to highlight the correction you want and press ENTER to see its dictionary entry. For example, enter *jiraph* at the Word Entry screen. Highlight the form you want and press ENTER to see its dictionary entry. To go back to the correction list, press BACK.

➤ **Typing Numbers and Capitals**

Some dictionary entries include numbers (e.g. A1, 4WD, etc.). To type a number, hold ☆ and press a numbered keys.

To type capitals, hold CAP and press a letter key.

➤ **Follow the Arrows**

The flashing arrows on the right of the screen show which arrow keys you can press to move around the screen.

You can also find dictionary entries by searching for words on the Dictionary word list. The Dictionary word list can be found by selecting *Dictionary* on the Topic menu.
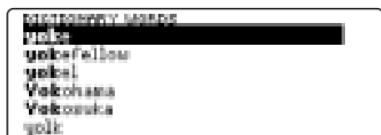
1. Press (CLEAR).

2. Hold ☆ and press D.

Or press (MENU) and select *Dictionary* from the Topic menu.

```
DICTIONARY WORDS
A
A
A
```

3. Start typing a word until it is highlighted. For example, type *yoke*.

```
DICTIONARY WORDS
yoke
yokefellow
yokel
Yokohama
Yokosuka
yolk
```

You can also highlight words by using ⇩ or ⇧.
You don't need to type capitals.
To undo a letter, press (BACK).

4. Do one of the following:

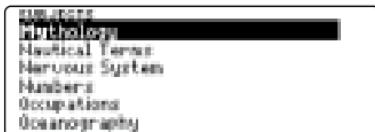| To...	Press...
find a dictionary entry	(ENTER)
hear the word pronounced	(SAY)
find a thesaurus entry	(THES)
find Confusables	☆ + C
find inflected forms	☆ + F
add word to User List	☆ + L

5. To go back to the word list, press (BACK).

6. Press (CLEAR) when finished.

You can also find dictionary entries by using the Subject menu to search for specialized words associated with over 130 specific subjects. Subjects range from professions and science, to literature, theater, and more. The Subject menu is ideal for solving crossword puzzles.

1. **Press** (SUBJ) **(the blue key).**

2. **Start typing a subject until it is highlighted. For example, type** *Mythology*.

```
SUBJECTS
Mythology
Nautical Terms
Nervous System
Numbers
Occupations
Oceanography
```

Or use the arrow keys to highlight a subject.

3. **When the subject is highlighted, press** (ENTER).

4. **Use** ⬇, (DN), **or** (SPACE) **to highlight a word. For example, highlight** *nectar*.

```
MYTHOLOGY
nectar
nemesis
nepenthe
Neptune
Nereid
Nereus
```

Or start typing a word until it is highlighted.

5. **When the word is highlighted, press** (ENTER).

```
nec•tar noun
1 a : the drink of the Greek and
Roman gods 1b : something delicious
to drink c : a beverage of fruit
juice and pulp (apricot nectar)
2 : a sweet liquid that is secreted
by the nectaries of a plant and is
the chief raw material of honey
```

6. **Use** ⬇, (DN), **or** (SPACE) **to scroll down to read.**

7. **Press** (BACK) **to go back.**

8. **Press** (CLEAR) **when finished.**

Highlighting Words

Another way to look up a word is to highlight it in text. Then you can find that word's dictionary entry, thesaurus entry, inflections, Confusables, or save it in your User List.

1. At any text, press `ENTER` to start the highlight.

To turn off the highlight, press `BACK`.

2. Use the arrow keys to move the highlight.

as•tro•phys•ics *plural noun*
*but singular or plural in con-
struction (1890)* : a branch of
astronomy dealing esp. with the be-
havior, physical properties, and dy-
namic processes of **celestial** ob-
jects and phenomena
(1890)

3. Do one of the following:

To...	Press...
find a dictionary entry	`ENTER`
hear the word pronounced	`SAY`
find a thesaurus entry	`THES`
find Confusables	`☆` + `C`
find inflected forms	`☆` + `F`
add word to User List	`☆` + `L`

Hearing Words

You can hear a word pronounced at the Word Entry screen, in text, or in a list. You can hear the pronunciation of most headwords in this dictionary. Try this example.

1. Press `CLEAR`.

2. Type a word at the Word Entry screen. For example, type *wharf*.

3. Press `SAY` (the green key) to hear the word.

4. Press `ENTER`.

wharf *noun, plural* **wharves**
also **wharfs** (before 12th centu-
ry)
1 : a structure built along or at
an angle from the shore of navigar
ble waters so that ships may lie
alongside to receive and discharge
cargo and passengers

5. Press `SAY` (green) to hear the headword pronounced.

6. Press `CLEAR` when finished.

▶ Hearing Words in Lists

You can hear a word in a list pronounced by highlighting that word and pressing `SAY` (green).

Using the Dynamic Pronunciation Guide

▶ Hearing Multiple Pronunciations

When a word has more than one pronunciation, a list of possibilities and their meanings will be displayed on the screen after you press ⌜SAY⌝ (green). Simply highlight the word you want to hear and press ⌜SAY⌝ (green). For example, type *lead* at the Word Entry screen and press ⌜SAY⌝ (green).

lead (front. guide)
lead (metal)

Highlight a word and press ⌜SAY⌝ (green) to hear its pronunciation.

▶ Finding Abbreviations

You can find the meanings of abbreviations used in this dictionary (e.g. *fr*, *esp.*, *ML*, etc.). First, find an abbreviation. Then press ⌜ENTER⌝ and use the arrow keys to highlight the abbreviation. Press ⌜ENTER⌝ again to see the meaning of the abbreviation. Press ⌜BACK⌝ to go back.

Your dictionary is equipped with a Dynamic Pronunciation Guide (DPG), which illustrates the pronunciation of a word by giving examples of its component sounds. To use the DPG, you first have to turn it on by selecting *Turn on DPG* from the Setup menu. Once you turn it on, the DPG will appear after each time you press ⌜SAY⌝ (green).

1. **Press ⌜MENU⌝ and select *Turn on DPG* from the Setup menu.**

   To turn the DPG off, select *Turn off DPG* from the Setup menu.

2. **Type a word at the Word Entry screen. For example, type *perseverance*.**

3. **Press ⌜SAY⌝ (green).**

Dynamic Pronunciation Guide
perseverance
paper

Sample words that contain the highlighted sound are also displayed.

Using the Thesaurus

4. Press `SAY` **(green) to hear the word again.**
5. Press `ENTER` **to hear the highlighted sound.**
6. **Use the arrow keys to highlight different sounds.**

```
Dynamic Pronunciation Guide
perseverance
urgent, bard
```

7. **Do one of the following:**

To...	Press...
hear the word	`SAY`
hear the highlighted sound	`ENTER`

8. Press `BACK` **to go back.**
9. Press `CLEAR` **when finished.**

When you see THES flash once in the upper right of the screen, the selected word has a thesaurus entry. A thesaurus entry can contain a part of speech, a brief definition, a list of synonyms, antonyms, and Classmates™ (words related by subject).

1. Press `CLEAR`.
2. **Type a word and press** `ENTER`. **For example, enter** *find*.
3. Press `THES` **(the red key).**

```
find: move, something discovered
synonyms:
discovery
```

4. **Use the Direction keys to read.**
5. **Hold** ☆ **and press** `DN` **to see the next thesaurus entry, if any.**

```
find: verb, to happen to come to
see or know
synonyms:
discover, come across, find out,
rumble [British], meet with, spot,
turn up, hit upon, stumble upon
```

To see a previous thesaurus entry, hold ☆ and press `UP`.

6. Press `BACK` **to go back.**
7. Press `CLEAR` **when finished.**

Finding Inflections

Inflections are the changes in a word's form such as case, gender, number, tense, person, mood, or voice. Verbs have more inflections than other parts of speech.

1. **Type a word at the Word Entry screen or find a dictionary entry.**

   To learn how, read "Finding Dictionary Entries."

2. **Hold ☆ and press Ⓕ.**

   Or press (MENU) and select *Inflections* from the Topic menu.
   If *Inflections* is italicized, then your word does not have any inflected forms.

3. **Highlight a part of speech, if needed, and press (ENTER).**

4. **Hold ☆ and press Ⓕ or hold ☆ and press ⓄⓃ to see more inflections, if any.**

   To see a previous inflection, if any, hold ☆ and press Ⓤ.

5. **Press (BACK) to go back.**

6. **Press (CLEAR) when finished.**

Finding Confusables®

Confusables are words that are often confused or that sound alike but are spelled differently. Rain, reign, and rein are examples of Confusables. Not every word will have Confusables. Note: You can also find Confusables in text by highlighting a word and pressing (?*).

1. **Type a word at the Word Entry screen. For example, type *air*.**

2. **Hold ☆ and press Ⓒ.**

   Or press (MENU) and select *Confusables* from the Topic menu.
   If *Confusables* is italicized, then your word does not have Confusables.

   ```
   air: atmosphere
   ere: before
   err: fail
   heir: inheritor
   ```

3. **Press (ENTER) to start a highlight.**

4. **Highlight a Confusable or its meaning and do one of the following:**

 | To... | Press... |
   |-------|----------|
   | find a dictionary entry | (ENTER) |
   | hear the word pronounced | (SAY) |
   | find a thesaurus entry | (THES) |

Reading the Tables

This dictionary contains many tables of useful information, like a table of world money, a table of chemical elements, a table of International Morse Code, etc. Here's how to find a table.

1. Press MENU and select *Tables* on the Topic menu.

Or hold ☆ and press B.

```
TABLES
Beaufort Scale
Bible
Chemical Elements
Diacritics
Easter Dates
Geologic Time
```
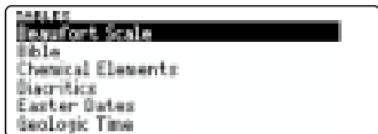
To see a full menu title, press ?*.

2. Highlight a topic and press ENTER to select it.

Or highlight a topic, and hold ☆ and press ENTER to go directly to the text.

3. If needed, select a subtopic.

4. Use ⏚, ⊙N, or SPACE to scroll down to read.

5. Press BACK to go back.

6. Press CLEAR when finished.

Reading Signs and Symbols

Your dictionary also has lists of signs and symbols used in different subject areas or professions. You can see lists of symbols and their meanings that are used in biology, physics, weather, and more. Here's how.

1. Press MENU and select *Signs and Symbols* on the Topic menu.

Or hold ☆ and press S.

```
SIGNS AND SYMBOLS
Astronomy
Biology
Business and Finance
Chemistry
Mathematics
Medicine
```
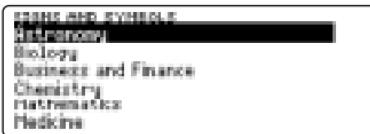
To see a full menu title, press ?*.

2. Highlight a topic and press ENTER to select it.

3. If needed, select a subtopic.

4. Use ⏚, ⊙N, or SPACE to scroll down to read.

**5. Press BACK to go back.**

6. Press CLEAR when finished.

Your dictionary is equipped with a Grammar Guide, which contains an outline of English grammar topics. If you are viewing a word at the Word Entry screen or in text, you will see grammar information relating to that word. You can see the entire Grammar Guide by first pressing (CLEAR) and then following the steps below.

1. Press (GRAM) (the yellow key).

2. Use ⬇ or ⬆ to highlight a topic and then press (ENTER).

> GRAMMAR GUIDE
> Parts of Speech
> **Spelling**
> Punctuation
> The Sentence
> Style And Usage
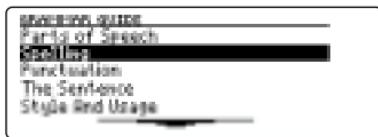
Or hold ☆ and press (ENTER) to go directly to the text.

3. Highlight a subtopic and then press (ENTER).

4. If needed, highlight another subtopic and press (ENTER).

5. Use ⬇, (DN), or (SPACE) to scroll down to read.

6. To see your location in the Grammar Guide, press (?*).

7. Press (BACK) to go back.

8. Press (CLEAR) when finished.

▶ **Taking a Grammar Guide Quiz**

Most Grammar Guide topics have quizzes to test your grammar knowledge. From the Grammar Guide, find a quiz icon.

> **Silent Letters**
> **QUIZ**
> 5 Letters that you do not hear when the word is said can cause spelling problems.
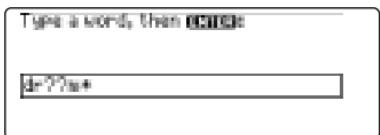> a. The letter "b" is often silent in words where it follows "m" or precedes "t."

Hold ☆ and press (ENTER) to highlight the quiz icon. Or press (ENTER) and use the arrow keys to highlight the quiz icon. Press (ENTER) and follow the screen directions to take the quiz. To reveal the correct answer to a quiz question, press (?*). Press (BACK) to go back.

Finding Parts of Words

If you are uncertain how to spell a word, you can type a question mark (?) in place of each unknown letter.
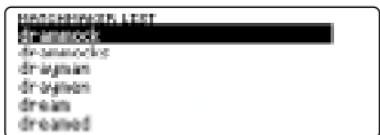
To find prefixes, suffixes, and other parts of words, type an asterisk (✱) in a word. Asterisks stand for a series of letters.

1. Type a word with ?'s or ✱'s.

> Type a word, then █████
>
> d=??m✱

To type an asterisk, hold `CAP` and press `? *`.

2. Press `ENTER`.

> MATCHING LIST
> **dreamlock**
> dreamworks
> dragman
> dragmen
> dream
> dreamed

3. Highlight a match and press `ENTER` to find its dictionary entry.

To go back to the list of matches, press `BACK`.

4. Press `CLEAR` when finished.

Saving Words for Study

You can create a User List of up to 16 words for study and review. You can add words not in this dictionary, but they will take up more room in your list.

▶ Adding and Viewing Words

1. Press `CLEAR`.

2. Hold `☆` and press `L`.
   Or press `MENU` and select *User List*.

3. Highlight *Add A Word*.

4. Press `ENTER`.

5. Type a word.

6. Press `ENTER` to add the word to your User List.

7. Highlight *View...* and press `ENTER` to view your User List.

▶ Other Ways to Add Words

You can also add a word to your User List by typing it at the Word Entry screen or by highlighting it in text.

To enter a word at the Word Entry screen, first type a word and then hold `☆` and press `L`. Press `ENTER` to add the word.

To add a word in text, press `ENTER` to start the highlight and use the arrow keys to highlight a word. Then hold `☆` and press `L`. Press `ENTER` to add the word.

Saving Words for Study

▶ **Deleting One Word**
1. **Hold ☆ and press Ⓛ.**
   Or press (MENU) and select *User List*.
2. **Select *Delete A Word*.**
3. **Highlight a word on the list.**
4. **Press (ENTER) to delete it.**
   Or press (BACK) to cancel.

▶ **Erasing Your User List**
1. **Hold ☆ and press Ⓛ.**
   Or press (MENU) and select *User List*.
2. **Select *Erase The List*.**
3. **Press *Y* to erase the entire list.**
   Or press *N* to cancel.

Changing Games Settings

Your dictionary has five fun and educational word games you can play. You can select the skill level and choose the word size you will play with. Here's how.

1. **Press (MENU) and select *Games* from the Topic menu.**
   Or hold ☆ and press (M).
2. **Press (ENTER) to select *Game Set-Up*.**
3. **Use ⇨ or ⇦ to highlight the Skill Level or Word Size menu.**
4. **Use ⇩ or ⇧ to highlight a setting and press (ENTER).**
   The check marks your current selection. To leave the settings unchanged, press (BACK).

▶ **Understanding Game Skill Levels**

   There are five skill levels to choose from: Beginner, Intermediate, Advanced, Expert, and Wizard. Beginners, for example, have more chances to guess mystery words than Wizards.

▶ **Selecting the Game Word Size**

   You can choose to play the games with a random word list, your User List, your own words, or with words that have from three to 14 letters.

Now that you have the game set, let's play.

1. Press (MENU) and select *Games* from the Topic menu, if not already at the Games list.
   Or hold ☆ and press (M).

2. Use ⬇ or ⬆ to highlight a game.

3. Press (ENTER) to select it.

4. Press (CLEAR) when finished.

▶ After a Round…

   When you finish a round, you can find the dictionary entry of a mystery word, hear it pronounced, find its thesaurus entry, and see its Confusables or inflected forms. You may have to highlight a word first. After a round, do one of the following:

To...	Press...
start a new round	(SPACE)
find a dictionary entry	(ENTER)
hear the word pronounced	(SAY)
find a thesaurus entry	(THES)
find Confusables	☆ + (C)
find inflected forms	☆ + (F)

▶ Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time. The number of guesses you have left appears to the right of the #'s. For a hint, hold (CAP) and press (? *). Note: If you ask for a hint, you will lose the round. To end the round and reveal the mystery word, press (? *). To start a new round, press (SPACE). Your score appears after each round of Hangman.

▶ Anagrams

Anagrams challenges you to find all of the words that can occur within a given word. Each letter can only be used as many times as it appears in the given word. Each anagram must be a specified minimum length, which will flash on the screen before each round. The number of possible anagrams is shown on the right side of the screen. Type an anagram and then press (ENTER).

Use the arrow keys to view the anagrams that you have already entered. Hold (CAP) and press (? *) to shuffle the letters of the given word. To end the round and reveal the remaining anagrams, press (? *). Press (SPACE) to start a new round.

Sending a Word Between Books

You can look up words from this book in certain other BOOKMAN books, and vice versa.

To send or receive a word to or from another book, you must have an installed book card in your BOOKMAN that is able to send or receive words, too. To learn if a book card can send or receive words, read its User's Guide.

▶ Jumble

Jumble shuffles the letters of a mystery word. You must unscramble all the letters to form a word. The number of words that can be formed appears to the right of the letters. Type your guess and then press (ENTER). Hold (CAP) and press (?*) to shuffle the letters of the given word. To end the round, press (?*). To start a new round, press (SPACE).

▶ Word Builder

Word Builder forms words from the letters that you type. Simply type letters at the *Enter your letters* screen and press (ENTER). Use the arrow keys to scroll through the list of anagrams. To start a new round, press (SPACE).

▶ Flashcards

Flashcards flashes words for you to define, pronounce, or study. Press (ENTER) to see the word's dictionary entry. Then press (BACK) to go back to Flashcards. Press (SAY) (green) to hear the word pronounced. To start a new round, press (SPACE).

1. Highlight a word.
   To highlight a word, press (ENTER) and then press the arrow keys.

2. Hold (☆) and press (CARD).

3. Highlight the other book.

```
MW◀》    FRENCH    CONCISE
COLLEGIATE SPEAKING  COLUMBIA
DICTIONARY ◀ENGLISH  ENCYCLOPEDIA
```

4. Press (ENTER).
   The word that you highlighted appears in the other book.

5. If needed, press (ENTER) to look up the word.

Resetting BOOKMAN

If the BOOKMAN keyboard fails to respond, or if its screen performs erratically, first press (CLEAR) and then press (ON/OFF) twice. If nothing happens, follow the steps below to reset it.

Warning: Pressing the reset button with more than very light pressure may permanently disable your BOOKMAN. In addition, resetting BOOKMAN erases settings and information entered into its built-in book, and in an installed book card.

1. Hold (CLEAR) and press (ON/OFF).
   If nothing happens, try Step 2.

2. Use a paperclip to *gently* press BOOKMAN's reset button.
   The reset button is recessed in a pin-sized hole on the back of BOOKMAN.

▶ Troubleshooting BOOKMAN
   • Make sure your book card, if any, is installed correctly.
   • Check that the book card's metal contacts are dirt- and dust-free.

This unit may change operating modes due to Electro-static Discharge. Normal operation of this unit can be re-established by pressing the reset key, (ON/OFF), or by removing/replacing batteries.

Specifications

Model: SCD-770
• batteries: 2 AAA, 1.5-volt
• size: 14 x 8.9 x 1.6 cm
• weight: 7 oz

FCC Notice: Complies with the limits for a Class B computing device pursuant to Subpart B of part 15 of FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference; and (2) This device must accept any interference received, including interference that may cause undesired operation.

Limited Warranty (U.S. only)

FRANKLIN warrants to you that the BOOKMAN PRODUCT will be free from defects in materials and workmanship for one year from purchase. In the case of such a defect in your BOOKMAN PRODUCT, FRANKLIN will repair or replace it without charge on return, with purchase receipt, to the dealer from which you made your purchase or Franklin Electronic Publishers, Inc., One Franklin Plaza, Burlington, NJ 08016-4907, within one year of purchase. Alternatively, FRANKLIN may, at its option, refund your purchase price. Data contained in the BOOKMAN PRODUCT may be provided under license to FRANKLIN. FRANKLIN makes no warranty with respect to the accuracy of data in the BOOKMAN PRODUCT. No warranty is made that the BOOKMAN PRODUCT will run uninterrupted or error free. You assume all risk of any damage or loss from your use of the BOOKMAN PRODUCT.

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